

DIVINE DOMAIN

HEARTH DOMAIN

The hearth is the center of a household, a place of comfort and warmth, where family and friends gather. Gods and Goddesses of the hearth act as protective deities of fire, community, family, and home. Clerics who serve these deities act as their deity would and are as such a welcome sight wherever they find themselves.

Hearth Domain gods include: Hestia, Frigga, Brigid, Zao Jun, Boldrei, and Cyrrollalee. (Hephina, Amjir, Haniya, and Hilae in Essorim)

HEARTH DOMAIN SPELLS

Cleric Level Spells

1st	<i>Searing Smite, Alarm</i>
3rd	<i>Heat Metal, Arcane Lock</i>
5th	<i>Leomund's Tiny Hut, Create Food and Water</i>
7th	<i>Mordenkainen's Private Sanctum, Fire Shield</i>
9th	<i>Animate Objects, Immolation</i>

BONUS CANTRIPS

1st-level Cleric feature

When you choose this domain at 1st level, you gain access to the Resistance and Create Bonfire cantrips if you don't already know them, additionally you can cast the Resistance spell as a bonus action.

HEARTH TENDER

1st-level Cleric feature

You choose any number of target creatures, the next time they eat, they gain a number of temporary Hit Points equal to your Proficiency Bonus + Wisdom Modifier. You can use this ability once per short rest.

CHANNEL DIVINITY: FLAME KEEPER

2nd-level Cleric feature

You surround those in danger with the protective flames of the hearth. As a reaction you present your holy symbol and gentle flames emanate from you to a range of 30 feet, these flames last for 1 minute and move as you do (this effect does not end if you become incapacitated). All friendly creatures in the flames gain a +3 to Armor Class and have advantage on all saving throws.

HOME FIRES

6th-level Cleric feature

When you and any number of friendly creatures take a long rest within 30 ft of a fire you started they can't be surprised. Additionally the time it takes them to don armor is reduced; they can don: light armor with an Action, medium armor in 1 turn, & heavy armor in 2 turns.

DIVINE STRIKE

8th-level Cleric feature

You gain the ability to infuse your weapon strikes with divine energy. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 fire damage.

When you reach 14th level, the extra damage increases to 2d8.

EMBODIMENT OF HEARTH AND HOME

17th-level Cleric feature

Starting at 17th level you gain immunity to fire damage. Additionally, as an Action once per long rest, you can extend protective flames to any number of creatures within 20 feet, those creatures gain resistance to all damage for a number of turns equal to your Proficiency Bonus. Once per long rest, you can wreath yourself in flames, for the next 3 turns all spells, abilities and attacks you make that deal fire damage, deal twice as much damage.